


DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS		<div style="text-align: right;">  </div>	
OVERCALLS(Style; Responses; 1/2level; Reopening)		OPENING LEADS STYLE			
Responses: Jump Raise = Preemptive		Lead	in Partner's Suit		
Cue Bid = Forcing Raise	Suit	2nd from poor 3+, 4th from A/K/Q	2nd from poor 3+, 4th from A/K/Q	Category: RED	
New Suit = Forcing; Jump Shift = Natural, Fit, Forcing	NT	2nd from poor 3+, 4th from A/K/Q	2nd from poor 3+, 4th from A/K/Q	Country:	Scotland
In Balancing Position: Same	Subseq			Event:	Women's Transnational
Take Out Double:	Other:			Players:	Anne Coles (12089) Nuala Booth (12076) Emily Garden (4314)
General Style = Can be Light/Shaped				SYSTEM SUMMARY	
Responses: Natural Cue Bid = Forcing	LEADS			GENERAL APPROACH AND STYLE	
1NT OVERCALL (2nd/4th Live; Responses; Reopening)	Lead	Vs. Suit	Vs. NT		
2nd position - 15-18	Ace	AKx+	AK, AKx	REV ATT	Natural, 5-card Majors
Responses: Bid as for 1N opening including lebensohl over intervening bid	King	KQ, AK,	KQ	STD CT	1 ♣ as short as 2, 1 ♦ 4+ unbalanced
4th position after 2 passes 10-14	Queen	QJ, QJx+	QJ, QJx+	REV ATT	Level of fit jump raises over Majors
4th position after intervening bid = 16-18	Jack	JT, JTx+	JT, JTx+	STD CT	!NT response = not forcing
JUMP OVERCALLS(Style; Responses; Unusual NT)	T	Tx,	(A/K)T9, (A/K)T9x+, (A/K)JT9+	STD CT	
Suit: Natural	9	9x, T9x+	9x, T9x+	STD CT	1NT Openings: 15-17
Responses: New Suit = Forcing	Hi-x	Generally doubleton	Generally doubleton		2 OVER 1 Responses: Promises rebid (see Note 7)
Reopening: Cue = any good 2-suiter; 2NT = 19-21	Lo-x	from H	from H		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2N = 5+-5+ in 2-lower unbid suits, all strengths	SIGNALS IN ORDER OF PRIORITY				2 ♣ = strong near GF, any suit(s) any shape
DIRECT and JUMP CUE BIDS (Style; Responses; Reopening)		Partner's Lead	Declarer's Lead	Discarding	
Direct Cue Bid = Michaels (Note 1)	Suit:1st	STD CT or REV ATT as above	STD CT	REV ATT	2 ♦ = 5-9 HCP, 4-4 to 5-5 in Majors (see Note 12)
	2nd	STD CT	STD CT		2 ♠ /♥ = 5-9HCP, 6-card suit
	3rd	STD CT	STD CT		3NT Opening = Gambling
	NT: 1st	STD CT or REV ATT as above	STD CT		2NT Overcall = two lower unbid suits
VS. NT(vs. Strong/Weak; Reopening;PH)	2nd	STD CT	STD CT		Michaels cue bids (see Note 1)
Multi-Landy (Note 3)	3rd	STD CT	STD CT		lebensohl after 2-level overcall of 1NT (Note 2)
	Signals Trump play		Hi/Lo	may indicate switch	Negative Doubles to 3♠
	DOUBLES				
	TAKEOUT DOUBLES(Style;Responses;Reopening)				
VS.PREEMPTS(Doubles; Cue-bids; Jumps; NT bids)	Maybe light with classic shape				
Take out doubles through 4♥	Responses: Cue = F until suit bid twice				
	Reopen: same as above				SPECIAL FORCING PASS SEQUENCES
VS. ARTIFICIAL STRONG OPENINGS	SPECIAL,ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				
	Responsive double after partner's T/O double through 4♥; after O/C through 4♠				
OVER OPPONENTS' TAKE OUT DOUBLE	Redouble by opener after bid by RHO shows 3-cd support for responder's suit				
New suit forcing at 1+level	Double of Michaels or UNT is penalty oriented				Psychics: Rare
Double Jump = Splinter; 2N = Limit raise or better					

OPEN	TICK IF ART.	MIN NO. OF CARDS	NEG. DBL. THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	COMPETITIVE & PASSED HAND BIDDING
1 ♣	✓	2	3 ♠	10-21 HCP	Single raise weaker than double raise Strong jump shifts	Fourth suit = FG Reverses by opener = F1 Reverses by responder = FG New suit = F1	Any 2-level bid = 10+HCP, negative x shows major(s) Suit bids 5+cds
1 ♦		4	3 ♠	10-21 HCP	Single raise weaker than double raise Strong jump shifts	As Above (see Note 5)	Any 2-level bid = 10+HCP, negative x shows major(s) Suit bids 5+cds
1 ♥/♠		5	3 ♠	10-21 HCP	1NT non-forcing 5+HCP Raise = limit 2 ♣ by past hand is invitational (see Note 11)	Raises = limit Re-raise = preemptive	Cue bid over competition = trump support, raise to 3+
1 NT				15-17 HCP	Non-promissory Stayman and Jacoby Transfers (see Note 9)	Over Stayman: Major rebids invitational and minor FG	x = penalties, 2N = lebensohl
2 ♣	✓		3 ♠	Artificial strong near GF	2 ♦ relay, otherwise strong 5+card suit		Natural
2 ♦	✓	4-4		5-9 HCP	2N enquiry (see Note 12)		Natural
2 ♥/♠		6		5-9 HCP	New suit F1 2NT asks for Honour feature if maximum	3NT = AKQxxx	Natural
2 NT				20-21	Jacoby Transfers, Puppet Stayman (see Note 10)		Natural, x = penalties
3 ♣		6		Preemptive ~5-9 HCP	New suit F1		
3 ♦		6		Preemptive ~5-9 HCP	New suit F1		
3 ♥		7		Preemptive ~5-9 HCP	New suit F1		
3 ♠		7		Preemptive ~5-9 HCP	New suit F1		
3 NT	✓	6		Gambling	Natural	High Level Bidding 5-Ace Blackwood: RKCB (Note 6) Cue bids, splinters	
4 ♣		7		Preemptive ~5-9 HCP	Natural		
4 ♦		7		Preemptive ~5-9 HCP	Natural		
4 ♥		8		Preemptive ~5-9 HCP	Cue		
4 ♠		8		Preemptive ~5-9 HCP	Cue		
4NT				Blackwood			
5 ♣		8		Preemptive ~5-9 HCP	Cue		
5 ♦		8		Preemptive ~5-9 HCP	Cue		

Supplementary Sheet

Note 1: Michaels Cue Bids:

(1♣) — 2♣

(1♦) — 2♦

Both majors 5(+) / 5(+)

(1♥) — 2♥ = 5♠ + 5 minor

(1♠) — 2♠ = 5♥ + 5 minor

All jumps in known suits are PRE (but may be tactically strong)

Note 2: Lebensohl:

With weak hand:

2NT forces 3♣. Responder may now pass or make a minimum bid in a lower ranking suit than overcall which is NF

2-level new suit bids are NF

With strong or invitational hand:

Direct 3-level Major bids are FG and invitational via 2N if rebid suit is higher ranking than overcall

Slow arrival shows a STOP, FAST arrival denies a STOP

1NT (2x) 2NT (p) 3♣(p) 3NT shows xSTOP

1NT (2x) 2NT (p) 3♣(p) 3x is Stayman with xSTOP

1NT (2x) 3NT no xSTOP

1NT (2x) 3x is Stayman with no xSTOP

Note 3: Multi-Landy: (vs No Trump)

Penalty Double

2♣ shows at least four cards in each major suit = Landy

2♦ = 6-cd Major 3♥/♠ = pass or correct, 2N enquires with values

2♥/♠ = Major and minor, 5-4 or better, 3♣/♦ = pass or correct, 2N enquires with values

Note 4: Opener's Splinter Raise

Opener's rebid 1 level above either a jump shift or a forcing reverse is a game-forcing splinter raise.

Note 5: Responses after NT rebid

1♦ - 1♥ 1♥ - 1♠

1NT — 2♣ = new minor, forcing

1NT — 3♥ = forcing

3♦ = Nat. forcing

1♣ - 1♥ 2NT - 3♣ Nat. Forcing (2NT denies 4 card ♠ suit)

1♣ - 1♦ 1NT - 3♣ = forcing

3rd suit: one round force

4th suit: one round force but 3 level responses or further bids by responder are game forcing

Note 6: R K C B (4NT asks for 5 key cards, 4 Aces + King of Trumps)

Responses: 5♣ = 3 or 0

5♦ = 4 or 1

5♥ = 2

5♠ = 2 + Queen of T rumps

5NT = 2 + a void

6♣ = 1 + a void

Note 7: Non Forcing Sequences

1♠ - 2♣

1♠ - 2♣

1♠ - 2♣

2♦/♥/♠ - 3♣

2♦/♥ - 2♠

2♦/♥/♠ - 2NT

1♠ - 2♣

2♠ - 3♠

1♥ - 1♠

2♣ - 3♥ - limit raise

Note 8: Take Out Double

1♣ - 1♦ - X = shows 4-cd major, direct bid of major promises 5cds

1♣ - 1♥ - X = shows 4♠, direct bid of major promises 5cds

Take Out Double by Opener: shows three card support for responder's suit and a non-minimum hand or a strong hand.

Note 9: Responses to 1NT Opening

a) Stayman

1NT - 2♣:

2♦ = No Major

2♥ = 4♥

2♠ = 4♠

Rebid of 2N by responder after 2♦ is invitational to 3N and does not promise 4-cd major

Rebid of major by responder is weak and promises 5-cds in bid suit and 4-cds in other major

Rebid of new suit at 3-level =FG

b) Transfers

1NT - 2♦ = 5+♥ 2♥ = 5+♠ 2♠ = 5+♣ 2NT = 5♦

Responders rebid of new suit at 3-level =FG

Note 10: Responses to 2NT Opening

Puppet Stayman

3♣ asks 4/5-cd major. Direct bid of major shows 5-cds, 3♦ shows 4-cd major

After opener's 3♦: 3♥ = 4-cd ♠ 3♠ = 4-cd ♥

Transfers

3♦ = 5+cd ♥

3♥ = 5+cd ♠

3♠ = 5-cd ♥ and 4-cd ♠

Responder's rebids over 3N show slam interest

Note 11: Drury

After an opening bid of one in a major in third or fourth position the partner's 2♣

shows 9/11 HCP and 3/4 card support.

Subsequent bids:

2♦ from the opener shows a normal hand with proper opening values.

2 in the opening major is a sign off

2♥ (after a 1♠ opening bid) is weakish with ♥

Note 12: Responses to 2-Diamond Opening

Defined 4-4, 4-5, 5-4 or 5-5 in major and 3-9 HCP

Responses {The 3* response is due to Helness-Helgemo}

2♥/♠ = To play

2NT = Relay

3♣ = Natural, not forcing

3♦ = Invitation with 3-3 in the majors

3♥/♠ = pre-emptive, to play

Responses to the 2NT relay

3♣ any minimum

3♦ = 5-5 min or max

3♥ = 4-5 max

3♠ = 5-4 max

3NT = 4-4 max

After the 3♣ response, responder can make a new relay with 3♦, or invite to game with 3♥/♠

2♦ - 2NT

3♣ - 3♦ = second relay

.. 3♥ = 4-5

.. 3♠ = 5-4

.. 3NT = 4-4

Double of opponent made after the 2♦ opening is for penalties.